



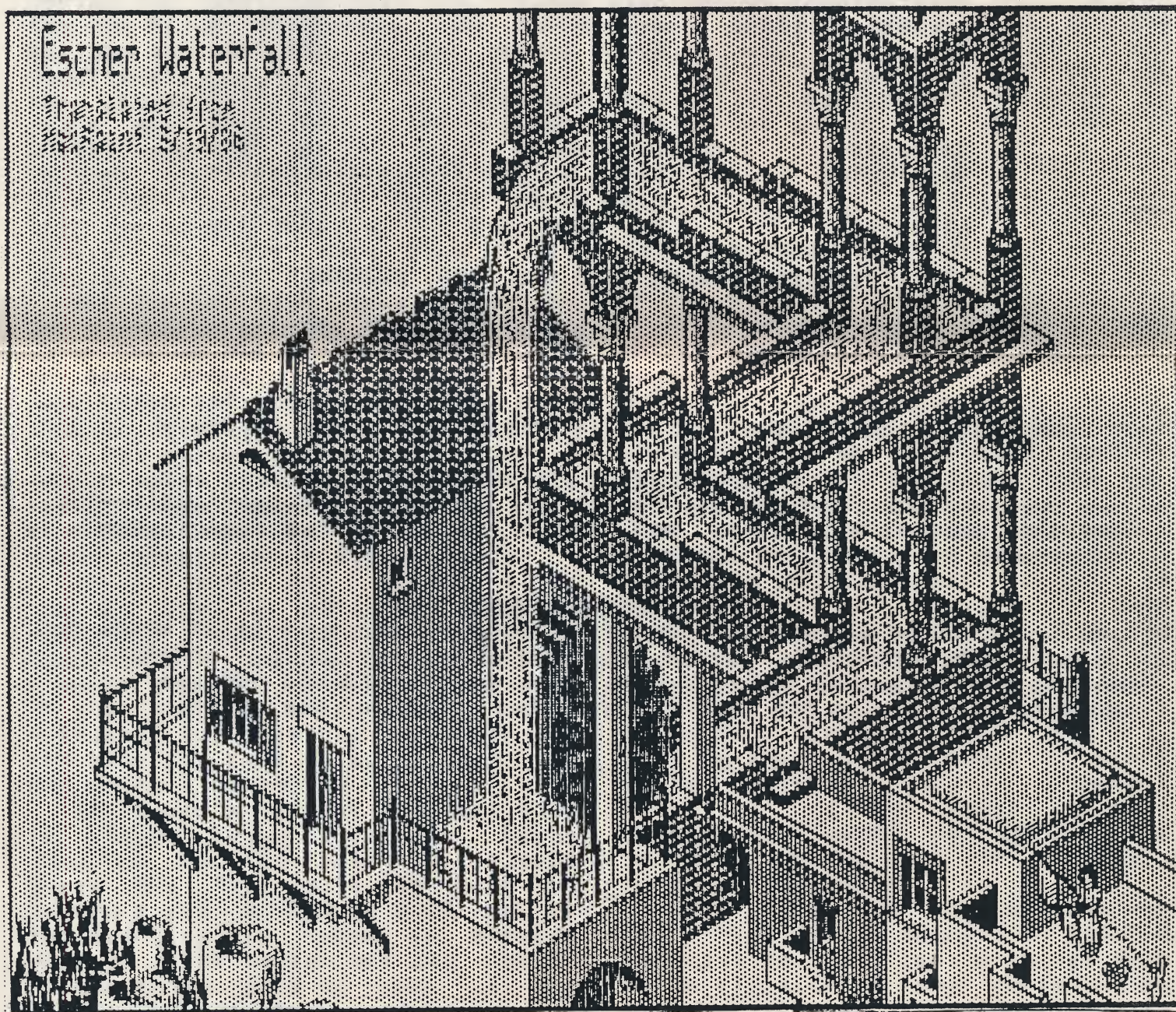
The I/O Connector

NOVEMBER 1986
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The Newsletter of the San Diego Atari Computer Enthusiasts

Escher Waterfall

12/24/85
12/24/85



SAN DIEGO ATARI COMPUTER ENTHUSIASTS

is an independent, non-profit organization and user group with no connection to the ATARI Corporation. Membership fees are currently \$15.00 annually, from January 1 thru December 31 of the current calendar year. Membership includes free access to the computer program library, subscription to the "I/O Connector", and classes when held. Permission to reprint articles in any non-commercial form is permitted with specific authorization, as long as proper credit is given.

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SAN DIEGO ATARI COMPUTER
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S.D.A.C.E. BBS' 300/1200 Baud

S.D.A.C.E. ST	S.D.A.C.E. ACE
Sysop: Rick DeHaven	Sysop: Eddie Woods
(619) 284-3821	(619) 566-3430
24 Hours	24 Hours

SUBMISSIONS TO THE NEWSLETTER

are most welcome, and due by the 15th of the month for publication in the next month's newsletter. Mail double-spaced text or (returnable) disks with text files to the Editor.

BUY/SELL/TRADE

ads are free to members of S.D.A.C.E. members. Ads must be 25 words or less, typewritten copy, please. The Editor will accept ads at the meetings or those mailed in to the above correspondence address. Deadline for ads is the same for articles - 15th of the month.

FROM THE PRESIDENT

=====

Anyone notice that it's getting cooler outside? Guess that means that holiday season is getting nearer. Everyone can now start those wish lists. Quite a few new Atari related items to wish for now. I suspect that this season will be a great one.

First I need to correct a mistake in last month's column. I had said that William Lurie was a computer engineer by trade. I have been corrected. Tim Laren was the engineer behind the new hard-disk controller for the XL/XE computers. And that William was in charge of the morale department, keeping Tim working on the project through it's rough spots. Most importantly the product works, and is priced very well against the competition. If a hard-disk is in your future then this one surely deserves a serious looking at. For more info call William at (818) 780-1723.

Are you the type that likes to get his or hers hands dirty? If so we at S.D.A.C.E. would like to talk to you. We are in need of a newsletter editor for the clubs I/O Connector. If you think that you can help out please let us know. Just a little extra effort makes the whole effort much more enjoyable and rewarding. Why else would all the board members do it for so long?

Great news for those 8-bit owners. Now in addition to the extremely complete stock of Warner Engineering. Computer Outlet carries a small quantity of 8-bit products. At the time of this writing only software, but possibly hardware by the time you read this. So now you can enjoy 2 hangouts!

San Diego's largest computer show is almost here. The San Diego Computer Society fair is almost here! The fair will be held on November 1-2, 9:00am to 5:00 pm at the Scottish Rite Center in Mission Valley. 1895 Camino Del Rio South. At the show should be some of San Diego's best dealers and deals on computer related items. For more information call the San Diego Computer Society at 283-7757.

S.D.A.C.E. will have a booth at the show and we plan to show off both the 8 and 16 bit lines as best we can. If this years show is anything like last years, I sure wouldn't want to miss it. Loads of people to meet and talk to.

YES! There will be a 8-bit meeting in December. In years past no December meeting was held because the meetings were so close to the holidays. However with the change in dates of the meeting it is felt that we should have a meeting. And so we will.

Remember, that at this months 8-bit meeting there will be the nominations for officers for S.D.A.C.E. '87. If you want to run for office, you have to be there to get on the ballot for the vote in December.

THE ST PROGRAM DIRECTOR

=====

"ST-PROGRAM DIRECTOR PROMISES FREE
520 ST FOR ALL SDACE MEMBERS"

Ok, now that I've got your attention let me introduce myself. For those of you who dont know me, my name is Frank Cascio and I am your current 'ST-Program Director'. I'd like you to know I am working to bring new entertainment to you in the form of reviews, good public-domain software for our BBS and especially new product demos and information at our monthly meetings.

This month, russ boelhauf; marketing director for 'F.T.L.'; will be showing us some of their latest software. You'll remember that 'ftl' is the local software company who brought us "Sundog", one of the top selling ST software products available.

'FTL' now has "Dungeon-Master" and "R.P.V." (Remote Piloted Vehicle) in the works. Both are sure to be big hits if they contain the same quality and attention to detail of their first release for the ST: 'Sundog'...

FTL will also be at our November

meeting. apparently some of their new software won't be ready to show by the Oct.20th meeting. So, what we don't see in October, we will see in November!

In closing let me remind you of the poor attendance at our last couple of ST-meetings. If you want to see more software and hardware companies at our meetings, be sure to show up at the next meeting and bring a friend or two.

These companies want to show us their new products. lets show them we're interested!!!

(ENJOY)!!

FRANK CASCIO
SDACE - ST-PROGRAM DIR.

"STARGLIDER" REVIEW

Hold on to your socks!
'STARGLIDER' is here for the Atari ST'S.

The people who brought us 'The Pawn', Firebird Software Co., have done it again and believe me, this is one ferocious game!!!

Your in command of a 'AGRAV', or "Airborne Ground Attack Vehicle". While in defense of your home planet 'Novenia' that is being attacked by the Egrons, a highly technical yet repulsive people, bent on the distruction of all other humanoid life in the known galaxy. Hermann Krudd leads these critters in battle in his "Starglider One". You on the other hand pilot the highly manerverable 'Agrav' which is equipped with 2 laser cannons with limited ammo as well as a replenishable missile with a tv camara attached so you can guide it directly to a target. The enemy is extremly hard to defend against as there are so many different types and they all seem to want 'you' distroyed.

Piloting the 'Agrav' is very exilerating and everyone I've seen play this game tends to lean when in a step bank at low altitude or duck while screaming under a "Walker" or a "Stomper". I especially enjoy

flying under bridges at high speed! Some of the other features of this excellent game are the digitized female voice of your computer and the digitized rock music that accompanes the title page.

If you like 'instant gratification', realistic movement and lots of non-stop action, then this new game is for you.

Oh, by the way. The copy protection on "Starglider" is absolutely the toughest ever concieved. According to the documentation the paper used for the instuctions are printed on "Anti-Holostat" paper. Any attempt to duplicate the manual will result in instant auto decomposure of the entire document and will simultaneously release 'Kryplex gas', which will paralyse the nervous system of all known carbon based life-forms in the western spiral arm of the galaxy. Whoa!!!!

FRANK CASCIO

SSL ENTERPRIZES HAS MOVED

TO NORTH COUNTY

ATARI 8-BIT PARTS & SERVICE

FREE ESTIMATES

STEVE LAWRENCE

745-2044

FLASH

Reviewed by John Pellet, DAL-ACE
FLASH from Antic Software, is a GEM of a terminal program. If you want more powers and features than anything else on the market, at a reasonable price, look no farther than FLASH. FLASH is a GEM application that emulates three terminal types, the VT-52, VT-100 (including a remapped keyboard), and Compuserve Vidtex. And it has just about every feature you could possibly think of and more than you'll probably use. As an abbreviated sample: Data transfers include 2 forms of Xmodem file transfer with tight and loose timing, ASCII and DC2/DC4 file transfers, and a large capture buffer. During text transfers you can specify text conversion, data bits, handshaking, and more. Unluckily, Kermit is not supported. Using the Hayes command set, as a default, you can autodial either a single number or a set you specify. Each number can automatically link to a command file which can not only set terminal parameters and perform logon tasks, but fully automate a repetitive sequence of operations, like capturing your mail.

FLASH uses a command language, GEM menus, and keyboard alt commands for almost every option, so you can use whichever you like. Function keys can call each other. A full screen editor is built in so you can edit command files, uploads, or captured text while using FLASH. But, without a doubt the most powerful part of the program is the ability to execute files of commands. For example, a file to automatically logon to the ST BBS might look like:

```
>WA baud|
|
>WA Name|
Yourname|
>WA Password|
Yourpassword|
```

This means wait for the string "baud" from the host, then send a carriage return to the modem. Then wait for the string "Name:" and send your name and do the same for

password. If you wanted to change parity, the default directory on your system, start a capture buffer, or anything else, commands are available.

For those of you unlucky enough to be familiar with the IBM world, you may recognize a certain similarity of the above to Crosstalk's script files. Basically they are very similar except FLASH does not support the conditional commands like IF...THEN, WHEN, or JUMP. But what it does support is easier to use in my mind, because you have an editor built in and structure is less strict.

When you combine the command file capability with the auto dial feature with redialing, you get capabilities that are very difficult to find elsewhere.

When you add in the operation under GEM, which makes your desk accessories instantly available and imposes a common interface, you get even more power.

It is a real pleasure to find a reasonably (CHEAP!) program that not only does what it says, but does more than commonly seen on other machines. A REAL WINNER! FLASH is available directly from Antic or from local retailers for under \$40. It is not copy-protected.



GETTING YOUR 8-BIT ATARI TO TALK TO YOUR ST by Rick Beetham

Reprinted from March '86 National
Capital Atari User's Group News letter

Many new owners of the Atari ST computers have probably come across the problem of transferring files from their old 8-bit Atari computers. In most cases, getting the ST to talk to their modem was just a matter of purchasing or building a cable, acquiring a terminal package, and then calling up their local BBS.

After the initial thrill of getting their ST up and running they probably started to notice that there is still a lot of good software available for their 8-bit machine. All they have to do is download it and.... Well maybe they will re-connect their 8-bit machine to the modem and call back. Of course that is always the time when they find that elusive ST subroutine that they have been looking for so then they have to disconnect, reconnect their modem to the ST, recall the BBS, then...

And of course, what about that disk subscription you have to Antic magazine? How the heck are you going to get those ST programs off of that 5 1/4 disk? Do you really have to upload all those files to the local BBS with your 8-bit then call back with your ST and download them onto your 16-bit machine? Sigh... If only you had bought that 850 interface.... etc., etc.

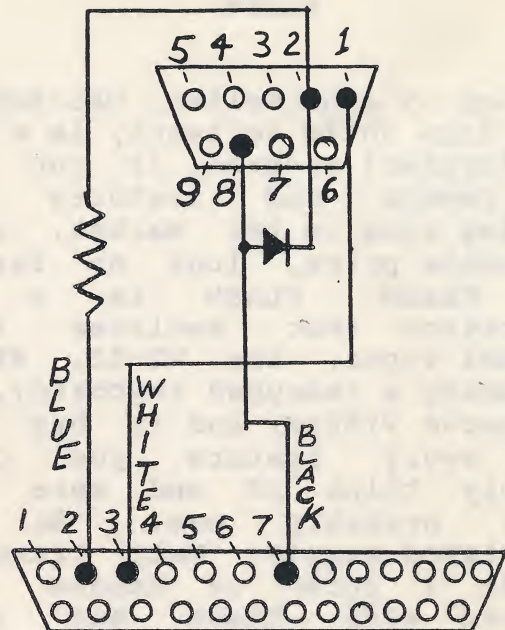
Well, here is an easier way to transfer files and you don't need the 850 interface—or two modems—or a friendly SYSOP in order to do it. The solution is using a null modem cable. The cable gives you a very bare-bones RS232 configuration of a signal ground, a receive data, and a transmit data line. In order to make the null-modem all one has to do is connect the receive data line from the 8-bit to the transmit data line of the 16-bit, likewise the transmit data line from the 8-bit is connected to the receive data line on the 16-bit, the signal ground is common to both.

After building the null-modem I then used STTERM2 on my ST and Smartterm 5.0 on my 8-bit. I set both terminals to Xmodem protocol, 1200 baud ASCII, and half duplex. I successfully transferred several test files from one Atari to the other without fail.

The cost for this cable will be all of about \$13, and that is if you buy all your parts new from Radio Shack. If you have an old Atari Joystick, you can use the cable from that and save even more.

PARTS LIST:

Atari joystick plug & cord	- 2761538 and a length of 3 strand wire
Switching diode	- 2761122
4.7K 1/4 watt resistor	- 2718030
25pin RS232 female connector	- 2761548



— Oregon ACE —

BBS.DAT

One of the best advantages of having a modem is you are able to call hundreds of free bulletin board systems around the world for the price of a phone call. Many of these BBS's are password-protected. Usually a person who logs onto a new BBS simply scribbles down the number and his password on a piece of scrap paper. Eventually, he will end up with a big mess pile of scrap paper with a few numbers written down. What is needed is a BBS database to keep track of the numbers and names of the BBS's plus leaving space for the user to write down his password and other info. This program keeps track of names, numbers, baud rates, and computer types. It also has the feature of search and display (or print) so you can find certain BBS's in certain area codes, computer types, baud rates, etc.

The program is menu-driven and therefore self-explanatory. Three things to note about the program:

1 When printing make sure your printer can handle 132 columns per line;

2 Turn off the Buf-Graphics feature before loading and running;

3 ALWAYS end with the quit option. When you use this option it saves all updated data.

This program is in the public domain and free to distribute and modify. If you have any questions or comments about the program you can reach me at my BBS at 815-838-3615

— Jim Ockers

BBS DATABASE

```

100 rem BBS DATABASE
110 rem by Jim Ockers
120 rem March 1986
130 rem
140 rem ++ Dimension Arrays ++
150 dim name$(500),numb$(500),hour
$(500),comp$(500),baud$(500)
160 line$=""

170 rem ++ read in records ++
180 open "I",#1,"BBS.DAT"
190 input#1,name$(1),numb$(1),hour
$(1),comp$(1),baud$(1)
200 while name$(records+1) <> "eof"
210 records = records + 1
220 input#1,name$(records+1),numb$(
records+1),hour$(records+1),comp$(r
ecords+1),baud$(records+1)
230 wend
235 close #1
240 rem
250 rem ++ init ++
260 fullw 2:width 80
270 rem
280 rem ++ menu ++
290 print:print
300 print "[1] Add board"
310 print "[2] Delete board"
320 print "[3] Edit board"
330 print "[4] Search and display"

340 print "[5] Printer listing"
350 print "[6] Sort"
355 print "[7] Exit"
360 print
370 input "Choice";c
380 on c gosub 1000,2000,3000,4000
,5000,6000,7000
390 goto 290
1000 rem ** add board **
1010 records = records + 1
1020 input "Name";name$(records)
1030 input "Number";numb$(records)
1040 input "Hours";hour$(records)
1050 input "Computer";comp$(records)
1055 input "Baud";baud$(records)
1060 return
2000 rem ** delete board **
2010 print
2020 input "Delete which board? (0=
abort) ";a
2030 if a=0 then return
2040 for i=(a+1) to records
2050 n=i-1
2060 name$(n)=name$(n+1)
2070 numb$(n)=numb$(n+1)
2080 hour$(n)=hour$(n+1)
2090 comp$(n)=comp$(n+1)

```

```

2100 baud$(n)=baud$(n+1)
2110 next:records=records-1
2120 return
3000 rem ** edit board **
3010 print
3020 input "Edit which board? (0=Ab
ort) ";a
3030 if a=0 then return
3040 print "Board Name: ";name$(a)
3050 input "New name? (RETURN=no ch
ange) ";a$
3060 if len(a$)=0 then name$(a)=a$
3070 print "Phone Number: ";numb$(a)
3080 input "New number? (RETURN=no
change) ";a$
3090 if len(a$)=0 then numb$(a)=a$
3100 print "Hours: ";hour$(a)
3110 input "New hours? (RETURN=no c
hange) ";a$
3120 if len(a$)=0 then hour$(a)=a$
3130 print "Computer system: ";comp
$(a)
3140 input "New system? (RETURN=no
change) ";a$
3150 if len(a$)=0 then comp$(a)=a$
3160 print "Baud rate: ";baud$(a)
3170 input "New baud rate? (RETURN=
no change) ";a$
3180 if len(a$)=0 then baud$(a)=a$
3190 print:print
3200 input "Re-edit Entry? (Y/N) ";
a$
3210 if a$="Y"or a$="y" then goto 3
040
3220 return
4000 rem ** search and display **
4010 print:print
4020 print "[1] Display all entries
."
4025 print "[2] Display by name."
4030 print "[3] Display by area cod
e."
4040 print "[4] Display by prefix."

4050 print "[5] Display by computer
system."
4060 print "[6] Display by baud rat
e"
4070 print:input "choice";c
4080 if c<1 or c>6 then 4070
4090 if c=1 then gosub 9000
4100 if c=2 then gosub 10000
4120 if c=3 then gosub 11000
4130 if c=4 then gosub 12000
4140 if c=5 then gosub 13000
4150 if c=6 then gosub 14000
4999 return
5000 rem ** Printer listing **
5005 width lprint 132

```

BY JIM OCKERS

```

5010 for i=1 to records
5020 lprint using "###. ";i;
5030 lprint tab(6);name$(i);
5040 lprint tab(27);numb$(i);
5050 lprint tab(42);hour$(i);
5060 lprint tab(55);comp$(i);
5070 lprint tab(68);baud$(i);tab(82
);line$
5080 next i
5090 return
6000 rem ** sort **
6010 b=1
6020 b=2*b;if b<records then goto
6020
6030 b=int(b/2);if b=0 then return
6040 for i=1 to records-b:c=i
6050 d=c+b;if name$(c)<name$(d) th
en 6120
6060 swap name$(c),name$(d)
6070 swap numb$(c),numb$(d)
6080 swap hour$(c),hour$(d)
6090 swap comp$(c),comp$(d)
6100 swap baud$(c),baud$(d)
6110 c=c-b;if c>0 then 6050
6120 next:goto 6030
7000 rem ** quit **
7010 open "O",#1,"BBS.DAT"
7020 for i = 1 to records
7030 print#1,name$(i):print#1,numb$
(i)
7035 print#1,hour$(i):print#1,comp$
(i):print#1,baud$(i)
7040 next i
7050 for i=1 to 5:print#1,"eof":nex
t i
7060 close #1
7070 end
8000 rem ** display record in i **
8010 rem
8020 print using "###. ";i;
8030 print tab(6);name$(i);
8040 print tab(27);numb$(i);
8050 print tab(42);hour$(i);
8060 print tab(55);comp$(i);
8070 print tab(68);baud$(i)
8080 return
9000 rem ** display all to screen *
*
9010 for i=1 to records
9020 gosub 8000
9030 next i:return
10000 rem ** display to screen by na
me **
10010 print:input "What name";c$
10020 for i=1 to records
10030 if name$(i)=c$ then gosub 8000
:return
10040 next i
10050 print "Sorry. No match found."

```


10060 return
11000 rem ** display by area code **

11010 print:input "Which area code";
c\$

11020 for i=1 to records
11030 if mid\$(numb\$(i),2,3)=c\$ then
gosub 8000

11040 next i

11050 return

12000 rem ** display by prefix **

12010 print:input "Which prefix";c\$

12020 for i=1 to records

12030 if mid\$(numb\$(i),7,3)=c\$ then
gosub 8000

12040 next i

12050 return

13000 rem ** display by computer sys
tem **

13010 print:input "Which computer";c\$

13020 for i=1 to records

13030 if comp\$(i)=c\$ then gosub 8000

13040 next i

13050 return

14000 rem ** display by baud rate **

14010 print:input "What baud rate";c\$

14020 for i=1 to records

14030 if baud\$(i)=c\$ then gosub 8000

14040 next i

14050 return

FOR SALE

I have the following items for sale.
Call 262-4829 in the evenings and
ask for David.

1050 with doubler.....\$150.00
ComputerEyes.....\$90.00
MAC 65 cart.....\$30.00
BASIC XE.....\$30.00
Action! with toolkit.....\$40.00
R-Time 8 with SpartaDOS.....\$35.00
1020 printer.....\$10.00
Atari Artist pad & cart.....\$20.00
AtariWriter w/speller.....\$15.00
SynTrend.....\$15.00
SynCalc.....\$15.00
SynFile.....\$15.00
VisiCalc.....\$10.00
Flight Sim II.....\$15.00
Antic/Analog.....\$1.50 ea

Also, much more: Books, software,
used disks, Flip & File boxes,
magazines, etc.

Used computer for sale. Epson QX-16,
one year old, with two monitors and
two disk drives, CP/M and MS/DOS.
512K RAM, 360/720K formatting,
software. Call 569-8173 during the
evenings/weekends. Ask for Larry.

CALENDAR OF EVENTS

SAN DIEGO ATARI COMPUTER ENTHUSIASTS

First Thursday of the month at 6:30 pm
North Park Recreation Center
Adult Center

SAN DIEGO COMPUTER SOCIETY

Third Saturday of each month
12 noon: swap meet
1:30 pm: meeting
Mesa Collage, Apollo Theatre

ST SIG

Third Monday of each month at 6:30 pm
North Park Recreation Center
Social Room

ATR 8000 SIG

Fourth Wednesday of the month at 7 pm
See man for more info

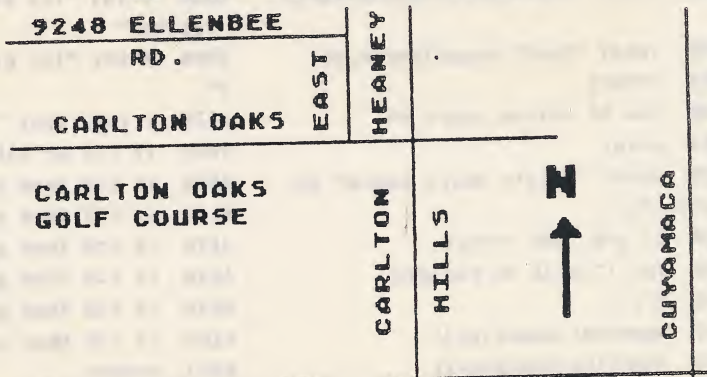
HARDWARE SIG

Each Saturday, times to be announced
4405 Hedionda Ct.
Call 483-4697 for more info

BASIC SIG

Call 223-6378 for more info
Meetings held in the Ocean Beach Area

ATR MEETING



MEETING: MISSION GORGE
7:00 PM WEDNESDAY AFTER ATARI CLUB
MEETING PHONE 562-6235 FOR INFO

BATTLE BYTES

=====

by M. Evan Brooks

Star Fleet I
(Cygnus Software) -- \$50.00

ONCE UPON A TIME IN A GALAXY FAR, FAR AWAY (Oops, sorry! Wrong universe). But seriously, back in the truly ancient days of computerdom (i.e. the early 70's), college students could often be found ensconced in the University Computer Room playing Star Trek, a main-frame simulation. For those of us weaned on Star Trek, and for those of us just desiring some fun, it was a grand simulation. Of course, times have changed...

Cygnus' Star Fleet I resurrects the old classic with parameters on a home computer that we never dreamed of on the mainframes. Upon opening the package, it is apparent that this is a labor of love. The documentation runs over 100 pages (including the Atari supplement). While historical accuracy cannot be verified in a game of this type, the "feel" is all-important, and SFI has it in abundance. While the documentation may appear overwhelming, much of it is "chrome" -- nice to have, but not mandatory to enjoy the game.

As for the game itself, one begins as a cadet on a training mission. After sufficient completions of search-and-destroy missions, the player is promoted -- eventually to the rank of Admiral Emeritus. On top of seeking to ascend the military ladder, successful missions may well result in the Alliance's grateful bestowment of medals and decorations upon you, the valorous player.

Of course, the enemy is persistent. Krellan ships (i.e. read Klingon) are continually nibbling away at your Star Bases, and it is a poor commander who permits the destruction of a Base. Furthermore, in the more advanced scenarios, one may encounter the dreaded Zaldrons, a reptilian-like race with the benefit of the cloaking device (which renders their ships invisible; Captain Kirk, where are you now that we need you?). Although the 64 quadrants in your sector consist of 100 sectors each, one will never face more than 5 Krellans and/or one Zaldron per quadrant. Introductory scenarios do not allow the enemy to move, while more advanced scenarios permit movement intra- and inter-sector.

Options and decisions abound. While you are not initially aware of the location of your Star Bases, they will quickly make themselves known when under attack. Therefore, your early efforts should be made with a view to determining the location of a Base for resupply purposes. Your ship is armed with torpedoes (which may also be used as mines) and phasers (which utilize a LOT of energy). Besides simple targeting, one must properly navigate through space (the target calculator does this just fine; manual navigation may be an exercise in frustration). On top of this, one may utilize long-range probes, long-range sensors, tractor beams, transporters, internal security (one never knows when an infiltrator will beam aboard on a mission of sabotage), damage control and repair, and for the truly desperate, emergency hyperspace maneuver and/or self-destruct (you can take it with you!).

The graphics of SFI are adequate; they accomplish the mission in an informative way, but the real attraction of this game is the panoply of options and their interrelationships. This is not to say that the game is a strategic mind-bender. On the contrary, it is relatively easy to learn and to play (long missions may take 3 hours, but one may elect shorter durations or save the mission at virtually any time for later play). In this reviewer's library, SFI has become the game of choice when a short-time resolution is desired and a game of major decision-making a la War in Russia is simply too much to chew.

This reviewer must admit that this review may be somewhat premature.

Upon purchasing the game, one must send away for the "Training Manual" which yields tactical hints and other assistance. To date, this has not been received, and many purchasers have noted a similar delay in receipt. However, since this reviewer has now been promoted to the rank of Commander and decorated with 2 Star Fleet Citations for Gallantry, the Knight's Cross of the Iron Cross, the Hero of the Alliance Gold Star and 2 Alliance Defense Crosses with Gold Star, it would seem that

the manual may not be required reading. But then again, it is free for purchasers of the original package (it is assumed that this market maneuver will prevent piracy and give the company a ready mailing list).

The following tactical lessons should be learned early:

- (1) Make sure that you are aware of the location of a Star Base for resupply before engaging the enemy in a do-or-die mission. Generally, you should not engage more than 12-15 of the enemy before insuring that resupply can be achieved.
- (2) You are limited to 20 torpedoes per resupply. However, if you are coasting in for resupply with extra torpedoes, simply lay them as mines in the same sector as the Star Base. Then after being resupplied, pick up the mines and you now can have up to 30 torpedoes maximum. Is this kosher? Probably not, but then again, this is a fight for the Freedom of the Galaxy!
- (3) Manual navigation may be tricky. Since 0 degrees begins on the X-axis, true north is really 90 degrees. For one used to map readings, this can be difficult to grasp. Therefore, use the target calculator, and the work will be done via ship's computer.
- (4) Your ship comes with the auto-alert on, i.e. shields will automatically be raised when necessary. Of course, the shield configuration may not be to your liking. This reviewer recommends leaving auto-alert active. You can always change shield configurations at your leisure, but coasting into a supposedly quiet quadrant only to be greeted by enemy torpedoes is not a fun way to spend your vacation!



- (5) If energy and time permits, try to disable enemy ships, board them and bring them back to Base. The Alliance likes prisoners! But be careful that you don't spend too much time on this.
 - (6) Rescue any beleaguered Star Base! Loss of a Star Base is inexcusable and presents sufficient justification for your exile to the salt Mines of Altair IV.
 - (7) Make sure that any endangered Star Base is indeed rescued. If there is an invisible Zaldron present, one must simply grit it out. The Zaldron's cloaking device will use enough energy to render him an easy target eventually. Wait it out if at all possible.
 - (8) TIME! Time is the determinant of victory. Generally, one must destroy at least one enemy per day. With travel throughout the Galaxy and resupply, it is not an easy task. But try to keep pace. If a single ship is proving too difficult, try another location with more enemy targets. There are more targets than you will ever need, so keep shooting!
 - (9) For maximum kills, torpedoes are the weapon of choice. For capture and seizure, use phasers (the computer will tell you how much energy is required; usually 10 energy units less will render the enemy disabled and an easy boarding victim).
 - (10) Repair critical damage quickly. Loss of short-range sensors may render you impotent in a firefight.
 - (11) Keep an eye on energy levels and resupply when necessary.
- Of course, there are some minuses:
- (1) Although the master disk is unprotected, early Atari edition releases had numerous bad sectors, there by preventing creation of the player disk.
 - (2) Early Atari versions have a tendency to crash at certain times (e.g. the maximum award cannot be obtained; the program crashes instead).
 - (3) It is difficult to gauge one's progress. While the mission status report may show 75%, actual performance may exceed that by a factor of two hundred percent.

CONCLUSIONS:

Discussions with the designer revealed that the flaws have been corrected in later versions. Dr. Sorensen has obviously put a lot of work into this product, and it shows! But, as the title notes, it is Star Fleet I -- The Battle Begins! We may expect a sequel in September-November.

ATARIWRITER-PLUS PRINTER DRIVERS

	PRO- WRITER	NEC 8023	SG-10	PANASONIC KX-P1000	SMITH-COR D-100	EPSON FX-80	EPSON RX-80	LEGEND 1000	MIC- BX80	MAIN-TALLY CTI MX-10 EPS. MX-80	
Init. every line	Blank	*	*	*	*	*	*	*	*	*	27 85 0
Line Feed & C/R	155	*	*	*	*	*	10	*	*	13	141
Underline OFF	27 89	*	27 45 0	*	*	*	*	*	*	*	*
Underline ON	27 80	*	27 45 1	*	*	*	*	*	*	*	*
Backspace	8	*	*	*	*	*	*	*	*	*	*
Elongate OFF	15	*	27 87 0	*	*	*	*	*	*	*	*
Elongate ON	14	*	27 87 1	*	*	*	*	*	*	*	*
Bold OFF	27 34	*	27 70	*	*	*	27 72	27 72	*	27 70	27 72
							27 70				
Bold ON	27 33	*	27 69	*	*	*	27 71	27 71	*	27 69	27 71
							27 69				
UP 1/2 line (Super)	-	-	-	-	-	-	-	-	-	27 106	27 83 0
										18	
DOWN 1/2 line (Sub)	-	-	-	-	-	-	-	-	-	27 74 18	27 83 1
Down 1/2 line & C/R	-	-	-	-	-	-	-	-	-	27 74 18	-
										13	
Return W/O LF	13	155	*	*	*	*	-	13	*	-	141
Fonts (1 - 9):											
Pica	27 78	*	27 84 27 53 27 72 27 66 1	27 80	*	*	27 64	27 80	27 64	27 80	27 64
Elite	27 69	-	27 66 2	27 77	*	*	*	*	-	27 77	-
Compressed ON	27 81	*	27 66 3	15	*	*	*	27 33 4	15	27 15	27 69
Compressed OFF	-	-	-	18	*	*	-	-	146	18	-
Proportional ON	27 80	27 69	27 112 1	-	27 112 1	-	-	-	-	-	-
Proportional OFF	-	-	-	-	27 112 0	-	-	-	-	-	-
Italics ON	-	-	27 52	*	*	*	*	27 82 19	27 52	*	*
Italics OFF	-	-	-	27 53	*	*	*	-	27 53	*	-
Near Letter Quality ON	-	-	27 66 4	-	-	-	-	-	-	27 120 1	-
Near Letter Quality OFF	-	-	-	-	-	-	-	-	-	27 120 0	-
Superscripts ON	-	-	27 83 0	*	-	27 83 0	*	-	-	-	-
Subscripts ON	-	-	27 83 1	*	-	27 83 1	*	-	-	-	-
Scripts OFF	-	-	27 84	*	-	27 84	*	-	-	-	-
Underline ON	27 88	*	27 45 1	*	*	*	*	*	*	*	*
Underline OFF	27 89	*	27 45 0	*	*	*	*	*	*	*	*
Double Strike	-	-	27 71	-	-	-	-	-	-	-	27 71
Reset to Default	-	-	-	-	-	-	-	27 64	-	-	-
Normal C.S. Select	-	-	-	-	-	-	-	27 82 10	-	-	-

The above is a compilation of Printer Drivers for the Atariwriter+, published in various ATARI CLUB Newsletters during the last few months. Many thanks to:

Bill Lurie, LA-ACE - Prowriter, Legend 1000, and MIC-BX80.

Randy McSorley, PACUS - NEC 8023.

Bill Zinn, ABACUS - SG-10.

Greg Porter, PACUS - Panasonic KX-P1000, SMITH-COR D-100, and Epson FX-80.

Terry Watkins, WACKS - Epson RX-80.

Tom Neitzel, SXPAC-E - MX-10 (Dip Switch 1-8 should be OFF).

Marty Stickle, JACG - Mannesmann Tally, CTI, and Epson MX-80.

ACENET NEWS

The regular quarterly meeting of ACENET was held Saturday, October 18th in the Golden Mall Pavillion in Burbank. The August ATARI FAIR was discussed. 2,307 people paid admission. This was about half the number that attended the San Jose ATARI FAIR and more than showed up at the Portland, Oregon FAIR. Sunny skies and warm temperatures, a rarity in the Portland area, dealt their attendance figures a severe blow. Retailers at the San Jose FAIR reported sales less than at the Los Angeles fair. ATARI reported that, of the three events, they considered the Los Angeles FAIR the best! It appears that ACENET will realize a profit from this event. Since ACENET is not a non-profit organization, in the eyes of the IRS, final profits depend on the year end tax situation. In any case, set aside August 29 and 30, 1987 as the dates for next year's ATARI FAIR. The only sour note was word received from a number of the retailers at the Los Angeles ATARI FAIR, that an individual representing SSPACE purchased a considerable amount of equipment with bad checks. That gave SSPACE a bad reputation; it is hoped that that individual will make his debts good.

The raffle for the 1040 ST is proceeding well. For those who have not yet heard, ACENET is raffling off a 1040 ST color system for \$2.00 per ticket. The drawing will be held on December 21st. All stubs must be turned in to me; I must mail them to the drawing headquarters by December 15th.

Discussion was to be held on how clubs were meeting the 8 bit/ 16 bit support problem. It turned out that most clubs were doing just as SSPACE. The exception was a club which specializes in 8 bit; they refer ST owners to a neighboring club which specializes in 16 bit machines.

Jerry Humphries, that colorful gent from Haba, made a guest appearance. He discussed Haba support and forthcoming efforts for the ST. Haba will not be supporting the 8 bit machines. Anyone with questions on Haba and their products, please write or call Laura Roughen, User Group Coordinator, Haba Systems, 6711 Valjean Avenue, Van Nuys, CA 91406-5889. Phone (818) 994-1899. Jerry may be at the SSPACE booth at the SDCS Computer Show.

Finally, SSPACE contributed a collection of our Disks of the Month to ACENET's beginning library. Another club offered two ST disks. We should see some feedback in more public domain material for our libraries in the future. The next ACENET meeting will be January 15, 1987. If you want to attend, leave me a message on SSPACE BBS.

-Buck Bragunier

ATARI CORP. PRESS RELEASE
Sept. 18, 1986
(Sunnyvale, CA)

Atari Corporation announced today that it has filed a Registration Statement with the Securities and Exchange Commission for an initial public offering by the Company of 4,500,000 shares of Common Stock (and up to an additional 675,000 shares that may be purchased by the Underwriters from the Company to cover over-allotments) through an Underwriting group to be managed by PaineWebber, Incorporated. The price range is anticipated to be between \$11.50 and \$13.50 per share, and the offering is scheduled for mid- to late October. A written prospectus with respect to the offering will be available from PaineWebber, Incorporated.

Atari Corporation develops, manufactures, and markets microcomputer systems and software

as well as video game systems, designed to offer advanced technology at low prices. The Company's product line consists of the 16/32-bit ST computers, the 8-bit XE computers, and the 2600 and 7800 video game systems, with associated software and accessories.

A registration statement relating to these securities has been filed with the Securities and Exchange Commission but has not yet become effective. These securities may not be sold, nor may offers to buy be accepted prior to the time the registration statement becomes effective. This communication shall not constitute an offer to sell or the solicitation or sale of these securities in any State in which such offer, solicitation or sale would be unlawful prior to registration or qualification under securities laws of any such State.

For more information, please contact Greg Pratt, Chief Financial Officer of Atari Corp. at (408) 745-2349.

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NEXT GENERAL MEETING:

NOVEMBER 6th at 6:30 pm

NORTH PARK RECREATIONAL CENTER
NORTH-EAST CORNER OF THE PARK
ADULT CENTER